MATURE
M
CONTENT RATED BY
ESRB

INSTRUCTION MANUAL

WARNING: READ BEFORE USING YOUR
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
• This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
• Do not bend it, crush it or submerge it in liquids.
• Do not leave it in direct sunlight or near a radiator or other source of heat.
• Be sure to take an occasional rest break during extended play.
• Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

PRIMAL™
P l a y S t a t i o n ® 2   H i n t   L i n e

Hints for all games published by SCEA are available:

Within the U.S.	1-900-933-SONY (1-900-933-7669) $0.95/min. auto hints $5.00-$20.00 for card recharge
Within Canada:	1-900-451-5757 $1.50/min. auto hints

For U. S. callers, automated assistance is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support   1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

PlayStation 2 Online   www.playstation.com – The official source for all things PlayStation
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

TABLE OF CONTENTS

1

THE LEGENDARY OBLIVION

O B L I V I O N . A dimension where energies from four demon realms flow into the Nexus, a vast machine that maintains stability in the eternal conflict between the primal forces of Order and Chaos: Order seeks balance, Chaos strives only for anarchy. Chronos is the guardian, the channeller of powers – but he is weakening, poisoned by the scheming of Abaddon, Lord of Chaos. By rights, no faction should be able to influence events beyond the Nexus, but Abaddon has been planning his treachery for many centuries.

Years ago, Abaddon's servants abducted two babies from the mortal realm - Mortalis - our world. He altered them both so that they would grow into something quite unique: human/demon hybrids, beings caught between worlds, able to break the rules that form the very fabric of Oblivion. But the two babies were saved from Abaddon's clutches by Abdizur, the champion of Order. He returned them to Mortalis and hid them from Abaddon's sight.

Returning to Oblivion, Abdizur was captured. Imprisoned and tortured, his wisdom and strength have long since been lost. Nevertheless, the babies have remained beyond Abaddon's grasp…

FROM MORTALIS TO OBLIVION

Jennifer Tate is pretty ordinary – or so she thinks. Sure, her life has been tough, losing both her parents as a baby and growing up in a string of foster homes. But Jen is a fighter - she knows how to get by. Now twenty-one, she works as a waitress, scraping together money to put herself through college. Jen lives with her boyfriend Lewis, lead singer in an up and coming rock band. It is hard to believe that it was almost two years ago that fate brought them together, two souls more alike than either can quite comprehend.

Just lately, Lewis has been having really bad nightmares… Dreams that makes no sense, dreams that he can't even begin to explain to Jen…

Then one night, as his band nears the end of their set, Lewis spots a huge, staring, misshapen figure. He is unnerved and leaves the stage in a sweat - even Jen is unable to reassure him - something is not right.

As they leave the club, Lewis's nightmares become real… A monstrous creature bellows into the night. Jen is knocked to the ground, hitting her head hard. As she blacks out, her last vision is of her boyfriend, lifted away into the night-sky as if he were a rag doll.

As Jen slips in and out of consciousness, images of doctors and nurses standing over her give way to visions of talking stone gargoyles. She sits up, looks down on her still unconscious body. Scree, servant of Arella, goddess of Order is about to change her life, forever.

SOLUM

A realm of eternal night and eternal winter. Solum's inhabitants, the Ferai, are a violent, fierce race, but have a fair and ordered society. They are allied to Arella.

AQUIS

A realm where the lapping waves are eternally bathed in autumn sunset. The Undine are a cultured aquatic race. They are allied to Arella.

AETHA

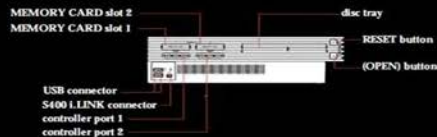A bleak, oppressive place, home to the evil Wraith. Amid the ever teeming rain live two castes, a downtrodden underclass and their cruel, domineering 'masters', the Wraith aristocracy. The Wraith are allied to Abaddon.

VOLCA

Within a vast volcano live the Djinn. This awesome, fiery realm reflects its people: volatile, powerful and exceedingly dangerous. The Djinn are Abaddon's staunchest allies.

SOLUM
FERAI

AQUIS
UNDINE

NEXUS

AETHA
WRAITH

MORTALIS

VOLCA
DJINN

SETTING UP

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button

USB connector
S400 i.LINK connector
controller port 1
controller port 2

SAVE FILES

Insert a Memory Card (8MB) (For PlayStation®2) into
MEMORY CARD slot 1 before you switch it on.

With the exception of a few special circumstances, you
may save progress at any time using the 'Save Game'
option, accessed from the Pause Menu.
A save file can be created at any point during the game.

MAIN MENU

Use the directional buttons to cycle through the
selections and press the ⎺ button to confirm:

New Game Start **PRIMAL™** from the beginning
Load Game Load a previously saved game
Options Access the Options Menu
Bonus Materials View unlocked bonus features

NEW GAME

Begins your adventure

LOAD GAME

Press the directional buttons to scroll through save
files. Once the desired save file is displayed on screen,
highlight **Load** and press the ⎺ button
to confirm.

Press the button to return to the Main Menu.

OPTIONS MENU

Press left or right on the directional buttons to select **Language**, **Display**, **Audio** or **Control** from the **Options** Menu. Use up and down to highlight a preference then left or right to change settings.

LANGUAGE

Audio Language Change the voice-over language used for in-game dialogue

Subtitles Select whether in-game dialogue should be subtitled

Text Language Change the on-screen text language

NOTE: Default language settings will be taken from your PlayStation®2 system configuration.

DISPLAY

Display Adjust Follow on screen instructions to reposition the game screen on your television

Widescreen Select **ON** for widescreen TVs or **OFF** for standard TVs

Status Display Choose when game status information is displayed on screen. Select **Always**, **Never** or **Dynamic** (as and when circumstances change). If you select **'Never'**, the status display can still be called up by pressing the   button

Brightness Adjust Increase or decrease the brightness level

Note: For Progressive Scan Mode, see p. 13.

AUDIO

Combat Music Volume Increase or decrease the volume of music played during combat sequences

Ambient Music Volume Increase or decrease the volume of music played during exploration

Sound Effects Volume Increase or decrease the volume of in-game sound effects

Cutscene Volume Increase or decrease the volume of cutscene speech and audio

CONTROL

Controller Vibration Toggle controller vibration **ON** or **OFF**

Camera Pan Controls the direction of camera panning (using the right analog stick during the game). Select **Normal** or **Reversed**

Camera Tilt Controls the direction of camera tilt (using the right analog stick during the game). Select **Normal** or **Reversed**

Combat Controls Toggle between **Normal** and **Reversed**. For further details, please refer to the **Combat Controls** section outlined elsewhere in this manual

BONUS MATERIALS

Various bonus elements will be unlocked during **PRIMAL™**. When you save progress, the status of any bonus elements you may have earned is saved too.

When you enter the **Bonus Materials** section with a Memory Card inserted into MEMORY CARD slot 1, the available options will reflect elements from all **PRIMAL™** save files on the Memory Card.

TAROT GALLERY

The worlds of Oblivion contain many secrets, and as a special reward for the thorough explorer, Tarot Cards are hidden throughout the game. When a Tarot Card is found, a piece of **PRIMAL™** concept artwork will be unlocked and can be viewed in the **Tarot Gallery**.

SCENE SELECT

As you progress through the game, new scenes are opened in the **Scene Select** Menu. By selecting a scene you will be able to commence play at the given starting point. You may continue playing beyond this point and can create your own saved games as though playing normally.

Look out for other unlockable bonus features as you play through the game!

ABOUT PROGRESSIVE SCAN

If you have a PlayStation 2 Component Video Cable (SCPH-10100), along with a Progressive Mode enabled (480p) television with Component Video inputs, you will be able to enjoy a higher quality picture.
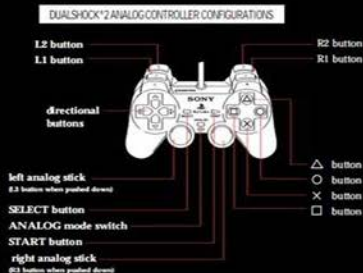
If you do not have a Progressive Scan enabled (480p) television, or if you do not use the Component Video Cable to connect the PlayStation 2 to the television, there is a chance that the picture will not be displayed properly.

For instructions on how to set up your PlayStation 2 with the Component Video Cable, refer to the instructions in the PlayStation 2 Instruction Manual, or the instructions for the Component Video Cable. Be sure to set the Component Video Out settings to "Y Cb/Pb Cr/Pr" under PlayStation 2 System Configuration. Some television sets are not Progressive Scan enabled even if they have Component Video inputs; refer to your television's instruction manual, or contact the manufacturer if you are unsure about your television's compatibility.

SELECTING PROGRESSIVE SCAN

If you hold down the   and ¯ buttons while your game is starting up, a message will appear asking to switch over to Progressive Scan. To switch to Progressive Scan, read the text prompt on the screen, and use ˆ to confirm "Yes" or   to confirm "No" for your selection. If the picture does not appear correctly, press the RESET button on the PlayStation 2, and use the Normal Mode.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button — R2 button
L1 button — R1 button

directional
buttons

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
× button
□ button

JEN AND SCREE: SHARED CONTROLS

Left analog stick	Move character
Right analog stick	Move camera
⁻ button	Action
button	Help
^ button	Cycle through available actions
¶ button	Set default camera view/Head look
START button	Pause Menu/Map Screen
SELECT button	Switch character

NOTE: Character control can be switched at any time between Jen and Scree. For further information on specific controls, see the "Playing The Game" section on pg. 19.

JEN: ADDITIONAL CONTROLS

‰ button	Hold down to swim (Undine only)
	Hold down to time shift (Wraith only)
button	Initiate combat
	Toggle Undine form/summon Undine energy
†	Toggle Djinn form/summon Wraith energy
"	Toggle Ferai form/summon Ferai energy
	Toggle Wraith form/summon Djinn energy

NOTE: Further information on the Undine, Wraith, Ferai and Djinn demon forms can be found in the Demon Forms section on pg. 23.

JEN: COMBAT CONTROLS

⁻ button		Change enemy lock/target
^ button		Disengage combat mode
button		Taunt
button		Spin attack
R3 button		Left attack
¶ button		Block
˜ button		Right attack
button		Default camera setting
		during combat
§ button + ˜ button		Super attack/Finishing move

SCREE: ADDITIONAL CONTROLS

Left analog stick	Climb on wall
‰ button	Turn to stone/Disengage stone mode
⁻ button	Possess statue
button	Dispossess statue

THE GAME SCREEN

Compass
Scree
Scree's Energy
Jen
Jen's Energy

THE MAP SCREEN / PAUSE MENU

Press the   button at any time during the game to access the Map Screen. Press "   or   to switch between the map display and the different option panels. Press the   button or the   button to return directly to the game.

ENERGY GAUGES

The two circular displays on the left-hand side of the Map Screen show Jen and Scree's energy levels.

The top gauge represents Jen's energy, and is split into color coded energy levels for each of her demon forms as follows:

Ferai	Green	Wraith	Purple
Undine	Blue	Djinn	Red

Next to Jen's energy gauge is a counter showing the number of energy gems (items that restore demon energy) that she currently possesses.

Scree's gauge shows the energy he has available for Jen to summon. A counter also displays the number of lode stones (items that enable Scree's statue possession ability) he has absorbed. (See p. 23 & 29 for more information.)

USING THE MAP

The map to the left shows the position of both Jen (pink marker) and Scree (yellow marker).

The initial map view provides a close-up of the current location. Press the   button or the §   button to change the map detail level. The highest level shows the full extent of the current location, and indicates the general area that Jen and Scree are in.

As the game is played, various pieces of information are added to the map display. These include Rift Gates, energy fountains, special items and prompts for locations that should be visited in order to meet certain characters.

OPTIONS

From the Map Screen, press " or   on the directional buttons to switch between the map display and the different Options, then press   or † to choose a menu item.

GAME

Save game

Save game progress. You may overwrite an existing save or create a new file

Quit

Exit the game and return to the Title Screen without saving

PLAYING THE GAME

EXPLORING OBLIVION

CONTROLLING JEN AND SCREE

Throughout **PRIMAL™** you may play as either Jen or Scree. Their roles in the game are quite different; Jen will become a powerful fighter as she acquires her demon forms. Scree does not fight but he is agile and strong, and as a living gargoyle he has a number of special abilities. Being made of stone, Scree is very tough; unfortunately most enemies are out to hurt Jen!

Blocked
Icon

From the moment Jen and Scree enter the realm of Solum, it is possible to switch control between the two characters at any time by pressing the ‡   button. At certain points in the quest, control of one of the characters may be blocked. At such times, if the ‡   button is pressed, a 'blocked' symbol will indicate that the character is currently unavailable.

ACTIONS

Press the ¯ button to trigger context sensitive actions (e.g. opening doors) at specific points during the game. On occasion, there may be more than one action that can be performed and at these times the ^ button may be pressed to cycle through the available options.

HELP

Press the button when controlling either character to trigger a short conversation between Jen and Scree. Jen will ask Scree for hints as to what they should be doing.

STATUS DISPLAY

Press and hold the button to call up on screen information. This information includes a compass, display of how many energy gems Jen possesses and how many lode stones Scree possesses. By default Jen's demon energy level is only shown briefly when the level changes. Use the **Status Display** setting in the **Display** options section if you wish to change this.

NOTE: When Jen is in demon form, the glow of her armlets and tattoo indicate her energy level at all times.

CAMERA

The camera may be controlled with the right analog stick. Use the camera to look around the character as they explore.

Press the ¶ button (or the **R3** button during combat) to realign the camera behind the controlled character. When not in combat, press and hold the ¶ button to enter a 'head look' camera mode. Use this to look around the world for secrets.

COMBAT

Once Jen has obtained the dagger, or later her demon forms, she is able to engage enemies in combat. Before she can fight, she must activate her weapons. Approaching an enemy and pressing the § button or the ¯ button will cause Jen to draw her blade if in human form, or activate her demon weapons if in demon form. She will automatically lock on to the nearest enemy.

Once Jen is locked on to an enemy, press the § button or ¯ button to launch left or right attacks. Pressing the button will launch a spinning attack (useful for repelling several enemies).

The § button and the ¯ button are pressure sensitive: if you press them gently Jen will perform fast, weaker attacks and pressing more firmly will trigger slower, yet stronger attacks.

Press the § button and the ¯ button together for Jen to perform a super attack. These moves are the slowest to execute, but will cause the most damage.

By initiating a new attack just as a previous attack is finishing, Jen will perform a new combo attack move. You may string together as many moves in a combo sequence as you like. There are many moves that are possible as part of a combo attack sequence.

NOTE: When you have successfully executed a combo move, you will see a brief flare of energy over Jen's armlets.

Weaker enemies will die when they have sustained sufficient injury. Tougher enemies must be vanquished using a special finishing attack. To launch a finishing move, Jen's opponent must first be stunned. Once stunned, press the §   button and the ~   button together to trigger the finishing move.

Press and hold the ¶   button for Jen to block. If the ¶   button is pressed at the right moment, as an enemy launches an attack, Jen will parry the move and perform a counter-attack.

Press the   button during combat in order to make Jen perform a 'taunt'. This can be a good way to provoke a defensive enemy into dropping his guard!

Push the left analog stick gently to make Jen creep, allowing her to sneak up behind enemies. Press either the §   button or the ~   button in this position to execute a stealth kill.

DEMON FORMS

Jen will acquire the ability to shift into each of the four main races of Oblivion. Different forms offer new abilities, weapons and fighting styles. Once Jen has acquired demon forms, she may shift into them at any time so long as she has sufficient Primal energy for that particular form.

The demon forms are assigned to the directional buttons as follows:
Ferai . . . . "
Undine . . . . . .
Wraith . . . . .
Djinn . . . . . . †

Press the appropriate button to shift Jen between human and the respective demon form.

Jen relies on Scree to obtain Primal energy, but she can summon the energy from him at any time. Press and hold , † , " or   to summon energy for a particular demon form. As energy is drawn from Scree, it is converted to the demon form that Jen has requested. Jen has separate energy stores for each of the demon forms she possesses.

NOTE: For further information on Primal energy, see the Energy section within the Special Mechanisms section on pg. 29.

22

23

WRAITH

When in Wraith form, Jen may use Wraith time-shifting abilities. When not in combat, pressing the ⅃ button will cause Jen to speed up – her surroundings will appear to be moving in slow motion. Use of this mode will drain Jen's Wraith energy. When in combat, press the ⅃ button whilst pushing the left analog stick to trigger a Wraith dodge move. These quick moves do not drain any energy.

FERAI

In Ferai form Jen can run faster and jump higher than normal.

DJINN

Press the ⅃ button whilst in combat to switch Djinn weapons between two different attack modes.

UNDINE

Jen can dive and swim in this form. If Jen shifts into Undine form when not in water, her Undine energy will begin to drop. It will be replenished as soon as she returns to un-polluted water.

SCREE:
SPECIAL ABILITIES

CLIMBING

Being a gargoyle, Scree can climb any brickwork surface. He cannot climb walls that have smooth or plastered surfaces. To make Scree climb, simply walk him into a wall – if it's made of brick he'll automatically start to climb! Once Scree is on a wall, crawling to the top or bottom edge will allow him to climb off.

TURNING TO STONE

Press the ⅛ button and Scree will turn to stone. He will automatically use this ability whenever Jen is engaged in combat. Whilst in stone form, Scree is impervious to attack.

STATUE POSSESSION

Another of Scree's unique gargoyle abilities is the power to project his spirit into the form of certain effigies and statues. In order to achieve this, he must first empower himself with the essence from lode stones. These are rare stones found throughout Oblivion that are made from the same material as the statue to be possessed. Different statues require Scree to absorb different numbers of stones.

When Scree is within range of a statue that can be possessed, he will glow with energy. At this time, press the ⁻ button to trigger the spirit transfer. Press the   button to return Scree's spirit to his usual gargoyle form.

NOTE: Different statues have different control options.

SPECIAL MECHANISMS

DOORS

Either character may open doors. Move to a door and press the ⁻ button to open it. Some doors are too heavy for one character and must be opened by both together. The second character will be automatically called over to assist.

ROPE

Once Scree has found the rope, he can use it to allow Jen to climb to places which would otherwise be inaccessible to her. Stand Scree near an appropriate edge and press the ⁻ button. He will drop the rope if there is suitable ground below. Once the rope is dropped, control will switch to Jen. Walk her to the edge and press the ⁻ button to make her climb on. Push   or † on the left analog stick to climb.

ENERGY

The worlds and races of Oblivion are all charged with Primal energies. This energy is critical, as Jen needs it to utilise her demon forms. One of Scree's unique powers is his ability to absorb energy without actually using it. This allows him to collect and store energy on Jen's behalf. Energy can be obtained from three sources:

1. Scree can collect Primal energy from energy rocks that can be found throughout the worlds of Oblivion.
2. In a few places, large rocks that are super-charged with energy can be found. These 'energy-fountains' present an unlimited energy resource.
3. Scree can also absorb residual energy that is released from the corpses of enemies that Jen has defeated.

In all cases, if you are controlling Scree, just move over to the corpse or energy rock and press the ⎯ button to obtain energy. Scree will collect energy himself when not being controlled.

RIFT GATES

Rift Gates are devices that were created by the servants of Abaddon and Arella in order to travel swiftly between the Nexus and the demon realms (and also within each realm). Rift Gates are magical devices based around two large wheel-handles that can be spun up to very high speeds, generating power and allowing a 'rift' to form within the center of the gates. The user may then walk through, as if through a doorway, emerging on the other side of a second Rift Gate at a completely different point in Oblivion.

Gates from the Nexus are always open and are paired with specific Gates in each of the four realms. Gates outside of the Nexus can link either back to the Nexus, or to any other Gate within the same realm.

As Jen and Scree explore, each Rift Gate they discover becomes accessible as a potential destination.

Activating a (non-Nexus) Rift Gate, requires both characters. Walk up to either of the wheel-handles on the sides of the Rift Gate and press the ⎯ button. A map will display all Rift Gates in the realm, and also a link back to

the Nexus. Only Gates that Jen and Scree have reached are
valid as destinations. Move the selection marker and
choose a destination by pressing ___ , † , ″ or ___ and
press the ⁻ button to confirm. Now the characters must
spin the wheels up to sufficient speed. Press the ⁻ button
rhythmically to make both characters operate the wheel-
handles. When revolution speed is sufficient, a portal to
the selected destination will form and Jen and Scree will
automatically pass through.

NOTE: If a gate has yet to be activated it may not be selectable
as a destination.

JEN'S LIFE FORCE

When in human form, Jen's astral presence is diminished
whenever she is hurt. Her full strength will automatically
return over time, but if she is hurt too badly her spirit will
be expelled violently from Oblivion and back into her
physical body. In her weakened state, Jen will not survive
for long – Scree must race to return her to Oblivion
before it's too late. Playing as Scree, you must head for
the nearest Rift Gate as quickly as possible. Arella will
have opened the Gate to allow Scree to quickly call forth
Jen's spirit.

SUMMONING STONES

These large monoliths are formed from the very
same stone as Scree himself. They may be used to
summon Scree to Jen if they have become separated.
To use a summoning stone, walk Jen up to one and
press the ⁻ button.

LODE STONES

Lode stones are special rocks that give Scree the
ability to possess certain statues.

ENERGY GEMS

These rare gems are brimming with Primal energy.
A single energy gem will completely restore Jen's
demon energy. Once collected, gems are utomatically
used whenever Jen's energy level reaches zero.

SMASHABLE OBJECTS

There are various objects that may be smashed by Jen
or Scree. Some objects may contain hidden items,
such as lode stones, energy gems, or energy essence
(which will be automatically absorbed by the active
character). Stand in front of an object and press the
⁻ button to smash it.

HINTS AND TIPS

Remember that help is always available - Scree knows a lot more about the worlds of Oblivion than he sometimes lets on! Press the   button when controlling either character and Jen will ask for advice.

Use the map screen to locate places you need to visit. Use the in-game compass to help navigate your way around.

Primal energy is essential for Jen to use her demon forms effectively. Take every opportunity for Scree to store up energy.

It will be necessary to use Jen's demon forms wisely in order to tackle the challenges she must face.

CREDITS

SONY COMPUTER ENTERTAINMENT EUROPE - CAMBRIDGE

Creative Director	Chris Sorrell
Producer	Jean-Baptiste Bolcato
Lead Programmer	James Busby
Lead Artist	Mark Gibbons
Lead Designer	Katie Lea
Senior Technologies Programmer	Andrew Ostler
Studio Communications Manager	Mark Green
Studio Director	Rob Parkin

PROGRAMMING

Engine Programming	Andrew Ostler, Paul Donovan, James Busby, Gavin Bell, Alan McCarthy, Chris Sorrell, Mike Froggatt
Gameplay Programming	Paul Donovan, Mike Froggatt, Alan McCarthy, Guy Moss, Adam Garman, Gavin Bell, Kevin Rose, Richard Talbot-Walkins, Chris Sorrell, Juri Oudshoorn
Sound System Programming	Gavin Bell, Gary Richards
Audio Implementation	Gary Richards
Movie Playback	Paul Edridge, Gavin Bell
Maya Tools	Kevin Rose, Adam Garman, Andrew Ostler, Guillaume Raffy

ART

Concept Art	Mark Gibbons
Environment Modelling	Jason Riley, Pete Ridgway, Andy Tudor, Ben Levitt, Scott McInnes, Steven Moore, Jesus Cobo
Character Modelling	Rob Hill

Additional Character Modelling	Miguel Fernandez, Jesus Cobo, Tony Jackson
Keyframe Animation	Alan Brand, Jesus Cobo, Tony Jackson, Lisa Harmon, Mitch Philips, Rob Starr
Mocap Ingame Work	Alan Brand, Lisa Harmon, Jesus Cobo
Cutscene Direction	Mark Gibbons
Cutscene Creation	Alan Brand, Jesus Cobo, Lisa Harmon, Andy Tudor, CENTROID (mocap, Aquis, Volca, Nexus), ATTITUDE STUDIO (mocap, Aetha)
Front End Flash Menus	Andy Tudor
2D Work, Special FX Artwork	Jason Riley, Pete Ridgway, Andy Tudor
Intro Work	Jason Riley (supervisor & rendering), Lisa Harmon (mocap)
Additional Intro Work	Rob Starr, Alan Brand

D E S I G N

Design	Katie Lea, Alex Sulman, Chris Sorrell (concept, direction)
Additional Design	Mark Gibbons (art), James Busby (code)
Mapping	Rob King, Katie Lea, Alex Sulman
Additional Mapping	Dominic Cahalin

A U D I O   V I S U A L

Sound Effects	Lee Banyard, Nick Kidd
Additional Sound Effects	Michael DeBelle, Bob 'n' Barn
Video Editing	Alex Sulman
Music	16 Volt (combat tracks and intro night club) - Eric Powell, Mike Peoples, John 'Servo' Desalvo
Cutscenes and Ingame Score Composition	Bob 'n' Barn - Andrew Barnabas, Paul Arnold

O R C H E S T R A T I O N

Composed by	Bob 'n' Barn
Orchestrated by	Nic Raine
Produced by	James Fitzpatrick
Choir Master	Mario Klemens
Orchestra Contractor	Tadlow Music

Performed by the City of Prague Philharmonic Orchestra and Chorus

Concert Master	Bohumil Kotmel
Conducted by	Nic Raine

Recorded at Barrandov Scoring Stage, Smecky Studios, Prague, October 2002

Engineered by	Jan Holzner

S O L O I S T S

Soprano Voice	Michaela Srumora
Solo Violin	Bohumil Kotmel
EWI (Electronic Wind Instrument)	Ivan Myslikovjan
Alto Flute	Pavel Becherovka
Piano/Celeste/Harpsichord	Jaraslava Eliasova
Post Production	Mixed & Edited by Gareth Williams at SRT Studios, St. Ives, Cambridge

S C R I P T / V O I C E S

Scriptwriting	Jonathan Ashley
Additional Scriptwriting	Mark Gibbons, Chris Sorrell, Katie Lea, Martin Pond
English Casting	Jonathan Ashley, Chris Sorrell, Andy Emery / Side, Dawn Hershey / Blindlight
Voice Direction	Jonathan Ashley

Actors

Hudson Leick (Jen)
Andreas Katsulas (Scree)
Sean Pertwee (Jared)
Paul Darrow (Feral Shaman, The Watcher)
Stephane Cornicard (Raum)
Rob Brown (Herne)
Niki Felstead (Arella, Elizabeth)
Nicola Goodchild (Aino, Empusa)
Colin McFarlane (Abaddon, Iblis)
Eric Loren (Lewis)
Melissa Lloyd (Malikel)
Eve Karpf (Devena, Valeera)
Tony Morley (Feral huntsmen)
James Busby, Andy Tudor,
JBB for extra voices…

EXTRA HELP (Cambridge Studio) Steven Tattersall (AI & inventory code),
James Shepherd (recruitments, cross project support), Brandon Smith
(Marketing/PR interface), Peter Giles (enviroment modeling help), Julian Rex
(code sharing), Dean Miller (IT manager), Simon Miller (IT assistant),
Sharon Richards (Office Manager), Peter Murphy (AV)

MOTION CAPTURE

Motion Capture Actors   Nicola Felstead, Antony Morley,
                                      Cecile Cuignet, Ashley Beck,
                                      Olivier Schneider
Ecoutez-Voir/Ex-Machina   Francois Forges
Attitude Studio   Marc Miance,
                                      Sandrine Nguyen,
                                      Anne-Christine Gasc
Centroid   Mike Stilgoe,
                                      Leon Stilgoe, Ben Stilgoe

MARKETING MATERIALS

Production Artist   Howard Swindell
External Studios   Attitude Studio, Com-X,
                          Crazed, Babelfish
Additional   Fleur Breteau (Fkgb)

SENIOR MANAGEMENT

VP Development   Phil Harrison
President   Chris Deering
International Licensing   Shawn Layden,
                                        Shiho Deruiter
Planning and Localisation Manager   Vanessa Wood
Localisation Co-ordinator   Gaelle Leysour
Localisation Lead Tester   Nadège Josa
Localisation Testers   Nathalie Marchau,
                                        Yannick Paulet, Gaëlle Grenapin,
                                        Sandra Raue, Katharina Tropf,
                                        Nadine Martin, Deniz Ulu, Monica
                                        Dalla Valle, Domenico Visone,
                                        Giacinto Attanasio, Sacha Fellica,
                                        Yolanda Akil, Mónica Bello,
                                        Jose Flores, Virginia Martin

SONY COMPUTER ENTERTAINMENT AMERICA

MARKETING

Senior Manager,	
Product Marketing	Susan Nourai
Associate Product Manager	Mark Valledor
Director, Product Marketing	Ami Blaire
Director, Promotions	Sharon Shapiro
Director, Public Relations	Molly Smith
Public Relations	Charlotte Panther
	Tina Casalino
	Patrick Seybold
	Heather Crosby
Director, Direct and	
Online Marketing	Steve Williams
Director, Loyalty and	
Channel Marketing	Ed DeMasi
Creative Services Manager	Quinn Pham
Packaging and Manual design	Origin Studios, SLC

"We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Primal with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Jack Tretton, Shuhei Yoshida, Marilyn Weyant, Riley Russell, Steve Ross and Masayuki Chatani."

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCT DEVELOPMENT

VP of Product Development	Shuhei Yoshida
Director of Product Development	Connie Booth
Producer	Darren Yager
Assistant Producer	Kenneth Chan

QUALITY & ASSURANCE STAFF

Director of FPQA	Michael Blackledge
Senior Manager, FPQA	Richard Markelz
Core Manager, FPQA	Sam Bradley
Technical Coordinator, FPQA	Ara Demirjian
Project Coordinator, FPQA	Eric Ippolito
Lead Analyst	David Meagher
Assistant Lead Analyst	David Condry
QA Analyst	David King
	Shaheed Khan
	Vance Wu
	Jon Vosovic
	Matt Consoli
	Will Cline
	Joel Manzano
	Lenny Gordon
	Ric Stepp

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA)
warrants to the original purchaser of this SCEA product
that this software is free from defects in material and
workmanship of a period of ninety (90) days from the
original date of purchase. SCEA agrees for a period of
ninety (90) days to either repair or replace, at its option,
the SCEA product. You must call 1-800-345-SONY to
receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if
the defect in the SCEA product has arisen through
abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER
WARRANTIES AND NO OTHER
REPRESENTATIONS OR CLAIMS OF ANY
NATURE SHALL BE BINDING ON OR OBLIGATE
SCEA. ANY IMPLIED WARRANTIES APPLICABLE
TO THIS SOFTWARE PRODUCT, INCLUDING
WARRANTIES OF MERCHANTABILITY AND
FITNESS FOR A PARTICULAR PURPOSE, ARE
LIMITED TO THE NINETY (90) DAY PERIOD
DESCRIBED ABOVE. IN NO EVENT WILL SCEA
BE LIABLE FOR INCIDENTAL OR
CONSEQUENTIAL DAMAGES RESULTING FROM
POSSESSION, USE OR MALFUNCTION OF THE
SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an
implied warranty lasts and/or exclusions or limitations of
consequential damages, so the above limitations and/or
exclusions of liability may not apply to you. This
warranty gives you specific legal rights, and you may also
have other rights which vary from state to state.